LUCASARTS ENTERTAINMENT COMPANY PRESENTS

STAR WARS
THE
CLONE WARS

LUCAS Arts

NINTENDO GAMECUBE
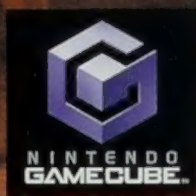
WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠️WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠️WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠️WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠️CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠️CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button

R Button

Control Stick

C Stick

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

1-4 Player Simultaneous

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card
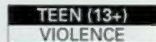
STAR WARS THE CLONE WARS
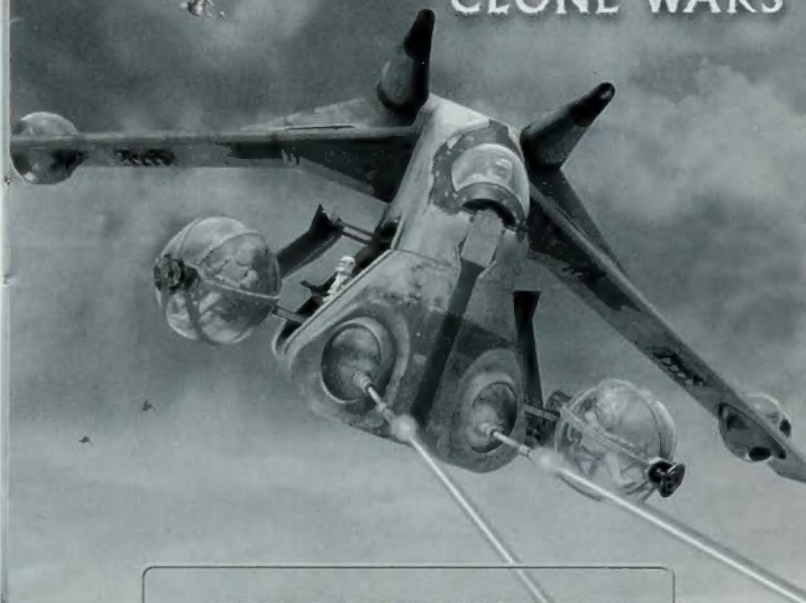
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INTRODUCTION

"YOU FOUGHT IN THE CLONE WARS?"
"YES. I WAS ONCE A JEDI KNIGHT, THE SAME AS YOUR FATHER."

Ever since a young farm boy from Tatooine named Luke Skywalker got this answer from his mentor Ben Kenobi in *Star Wars: A New Hope*, mystery has surrounded this enigmatic era in the *Star Wars* universe. *Star Wars* Episode II: *Attack of the Clones* finally revealed the beginning of this galaxy-changing event. Now, *Star Wars*®: **The Clone Wars**™ thrusts you into the heart of the galaxy's greatest conflict.

You assume the roles of Anakin Skywalker, Obi-Wan Kenobi, and Mace Windu, leading the Republic's clone army in a military campaign against the Confederacy of Independent Systems. Your adventure spans six vast worlds, from the war-torn plains of Geonosis to the snowy ruins of Rhen Var. The Separatist movement, under the leadership of Count Dooku, has launched a devastating offensive across the galaxy. Countless armies of Separatist droids have swarmed every star system, sowing chaos and destruction across Republic worlds. The future of the Galactic Republic, an institution that has stood for thousands of years, is now in your hands… May the Force be with you.

YOUR NINTENDO GAMECUBE™ CONTROLLER AND ACCESSORIES

NINTENDO GAMECUBE™ CONTROLLER
Before playing, plug your Controller into the first Controller socket on the far-left side of the front of the Nintendo GameCube™. When turning the Nintendo GameCube™ power ON, do not move the Control Stick from its neutral position on the Controller. The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.

ACCESSORIES
This game is compatible with the Nintendo GameCube™ Wireless Controller (WAVEBIRD). Its functionality is the same as the conventional Controller, although it does not include the Rumble feature.

Star Wars: **The Clone Wars** also supports Nintendo GameCube™ Memory Cards and requires three blocks of memory and can to save up to five different player profiles. It is strongly advised that you insert a Nintendo GameCube™ Memory Card so you can save your progress. Insert a Nintendo GameCube™ Memory Card into the far-left Nintendo GameCube™ Memory Card slot in front of the Nintendo GameCube™ unit before powering ON the system. Make sure the Nintendo GameCube™ is turned off when inserting or removing accessories.

CONTROL SETTINGS
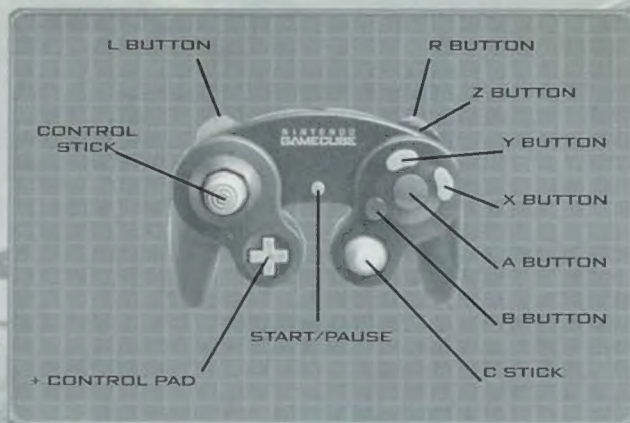
CONTROL STICK:	**Thrust/Steer:** Controls vehicle movement and turning. The control is pressure-sensitive so the farther you push the control, the faster you move.
+ CONTROL PAD:	**Squad Commands:** Each direction on the + Control Pad will issue a different command to the player's squad.

> **UP:** Attack player's target.
> **LEFT:** Break formation and attack at will.
> **RIGHT:** Hold current position.
> **DOWN:** Return to formation.
> Follow player vehicle.

A BUTTON:	**Primary Fire:** Press to fire your primary weapon.
B BUTTON:	**Secondary Fire:** Press to fire secondary weapon.
Y BUTTON:	**Special Abilities:** These abilities vary for different vehicles.

> **Tank, Speeder Bike and STAP:** Turbo boost.
> **Gunship:** Composite beam lasers.
> **Jedi:** Force Push.
> **Assault Walker:** Plasma shields.
> **Maru:** Seismic pulse emitter.

X BUTTON:	**Camera Viewpoint:** Switch the camera between first- and third-person perspectives.
Z BUTTON:	**Zoom:** Hold button to remain in zoom view.

L/R Buttons:	Tank, Speeder Bike, STAP, Maru, Jedi and AAT Controls:
	Strafe Left: Move laterally to the left
	Strafe Right: Move laterally to the right.
	Walker Controls:
	Left: Turn walker turret left.
	Right: Turn walker turret right.
	Gunship Controls:
	Left: Gunship slows down to its minimum speed.
	Right: Gunship speeds up to its maximum speed.
C Stick:	**Camera Control:** Rotates camera around player vehicle.
Start/Pause:	**Bring Up Pause Menu:** Use the Control Stick/ + Control Pad to move up and down and scroll menus. Press the A Button to select a menu option. Press the B Button to return to a previous menu.

GETTING STARTED

To start playing *Star Wars: The Clone Wars*, first make sure that your Nintendo GameCube™ is turned OFF. Insert the Nintendo GameCube™ Game Disc into the Nintendo GameCube™. Press the Power Button to turn ON the system.

If you do not have a Nintendo GameCube™ Memory Card inserted into the Nintendo GameCube™, a screen will appear and warn that you will not be able to save your progress. While you can play *Star Wars: The Clone Wars* without a Nintendo GameCube™ Memory Card, we strongly advise that you use one. If a Nintendo GameCube™ Memory Card is inserted, this warning screen will not appear.

Before long the game's Title Screen will appear, press START to enter the Player Profile Screen.

SELECTING OR CREATING A PLAYER PROFILE

If you haven't previously played *Star Wars: The Clone Wars*, you will need to create a player profile to save your game. The game will default to Nintendo GameCube™ Memory Card slot A. If no Memory Card is detected, the game will search Nintendo GameCube™ Memory Card slot B. The game will establish a save file in whichever location you have your Memory Card inserted to update your

PLAYER PROFILE SCREEN
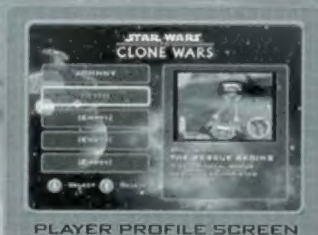
progress. *Star Wars: The Clone Wars* has room for five player profiles, all of which take up a total of three blocks of memory on your Nintendo GameCube™ Memory Card. Press the A Button to set up your first saved game/player profile. (If you have previously played *Star Wars: The Clone Wars*, you can move between player profiles by pressing ▲ and ▼ on the Control Stick and then pressing the A Button to select the player profile you want to play.) Player profiles in *Star Wars: The Clone Wars* record your mission progress, as well as your bonus points.

If you are starting a new player profile, you must select a name (up to 11 letters) for your profile. Press the Control Stick ◀, ▶, ▲, and ▼ to choose the letters or numbers, and then press the A Button to insert it. If you make a mistake, select DELETE to erase the last letter selected. After entering a name, select OK to proceed and BACK to cancel. **NOTE:** players can also use the + Control Pad to move the cursor in all menu screens.

ERASING A SAVED PLAYER PROFILE

If you choose to delete a player profile, you can do this from the Player Profile Screen. Move the Control Stick ▲ or ▼ to select the profile you want to delete. Then press the B Button to delete. Confirm that you want to delete the profile by selecting YES and pressing the A Button.

MAIN MENU SCREEN

When you enter the Main Menu Screen you will have three choices: CAMPAIGN, MULTIPLAYER, and OPTIONS. Push ◀ or ▶ on the Control Stick or + Control Pad then press the A Button to make your selection.

CAMPAIGN SELECTION SCREEN

After selecting Campaign from the Main Menu you will move to a holographic map of the *Star Wars* galaxy which will show you which missions are available to play. When you first start the game, the only mission available will be Geonosis: The Rescue Begins. *Star Wars:* **The Clone Wars**

MAIN MENU

requires that you complete missions in order before moving to the next. Once you've completed one or more missions, you will be able to scroll through the available missions by pressing ◀ or ▶ on the Control Stick to see the number of bonus objectives completed for this mission. Also, you can replay any missions that you have already completed. For more information, see Bonus Points on page 13. **NOTE:** After completing a mission, your progress is automatically saved if you have a Nintendo GameCube™ Memory Card in the system.

Once you have found the mission that you want to play, press the A Button to

CAMPAIGN SELECTION SCREEN

select it. Choose the difficulty level of the mission. Padawan is easiest, Jedi Knight is normal difficulty, and Jedi Master is the hardest. Press the A Button again to start the mission.

MULTIPLAYER SELECTION SCREEN

After selecting Multiplayer on the Main Menu, you'll see the Multiplayer Selection Screen. The top left section allows you to scroll through available multiplayer levels by using the Control Stick. The right side of the screen gives you a description of the selected level. Press the A Button to select the level. After selecting a level, you can select and change various options, such as Score Limit and Time Limit, as well as toggle Teams on/off. You move between options by pressing ▲ and ▼ on the Control Stick and change options by pressing ◀ and ▶. After the options are set, press the A Button to move to the Launch area. Press the A Button again to begin the multiplayer game. You can back up at any time by pressing the B Button.

MULTIPLAYER SELECTION SCREEN
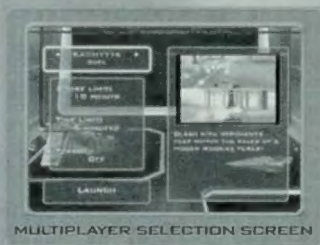
OPTIONS SELECTION SCREEN

Selecting Options from the Main Menu allows you to customize various aspects of *Star Wars*: **The Clone Wars**. Use the Control Stick to select Options from the Main Menu and press the A Button to bring up the following options menus.

NOTE: Throughout the option menus, use the Control Stick to select between menu options by pressing ▲ or ▼. Press the A Button to go to a sub-menu or to confirm a selection. The B Button reverts you back to the previous menu option. (The BACK option at the bottom of any menu has the same functionality.)

OPTION SELECTION SCREEN

Game Options

To further enhance your experience while playing *Star Wars*: **The Clone Wars**, you can customize the following gameplay details.

CAMERA 1ST PERSON/3RD PERSON: Allows you to toggle between first-person and third-person view.

RUMBLE ON/OFF: You can turn on and off the Rumble feature on your Nintendo GameCube™ Controller.

CROSS HAIR ON/OFF: This option allows you to toggle on and off the cross hair that helps you aim at your enemies.

DISPLAY FULL SCREEN/WIDE SCREEN: You can adjust the display of *Star Wars*: **The Clone Wars** to match your television's aspect ratio. Standard TVs use the Full Screen setting, while many newer TVs use the 16x9 Wide Screen aspect ratio. Please consult your TV's user manual if you are unsure which setting to use.

RESET OPTIONS: Select this option to return to the original settings on all game options.

BACK: This takes you back to the Options Selection screen.

Audio Options

You can customize the audio experience as well with the following options:

MUSIC VOLUME: Select this option to adjust the music volume that plays during the game and in the menu system.

SOUND EFFECTS VOLUME: Manipulate the volume of the game's sound effects.

SPEECH VOLUME: Adjust the volume of the speech you hear throughout the game.

MODE PRO LOGIC II/SURROUND STEREO/MONO: Toggle between the various sound modes using the A Button and the Control Stick.

SOUND TEST: Select this option to play a sound to confirm your mode settings are working properly.

RESET OPTIONS: Select this option to return to the original settings on all sound options.

BACK: This takes you back to the Options Selection screen.

Bonuses

This menu allows you to access the various extra materials you may open as you play through the game.

MOVIES: Select this option to scroll through all of the cutscenes for completed missions.

BONUS MATERIALS: This option allows you to view all of the various bonuses unlocked throughout your progress in the game. See the section Bonus Points on page 13 for further details.

CODES: If you have a special code for *Star Wars*: **The Clone Wars**, this is where you enter it. Press ◀ or ▶ and ▲ and ▼ on the Control Stick to select a letter or number. Press the A Button to insert a letter and the B Button or DELETE to erase letters. When finished entering the code, select the OK option to enter it. If you have entered a correct code, you will hear a confirmation sound.

BACK: This takes you back to the Options Selection screen.

Statistics

Here players can check their overall performance in both single- and multi-player games in a variety of different categories such as shots fired, time played, number of craft destroyed and many more.

Credits

View the credits for all the people who produced *Star Wars: The Clone Wars.*

Back

This option will take you back to the Main Menu.

PAUSE MENU SCREEN

OBJECTIVES: This section lists your mission-critical objectives. If you don't succeed in the objectives, you will fail the mission.

BONUS OBJECTIVES: These are extra goals that you can achieve on every mission. They vary from mission to mission, and will unlock bonus items. You must successfully complete all mission-critical objectives in order to receive bonus points for completed bonus objectives. See Bonus Points on page 13 for more information on what you get when you achieve bonus objectives.

PAUSE MENU

CONTINUE: This returns you back to the game.

OPTIONS: Change game or audio options and view statistics.

CONTROLS: View a diagram of the current vehicle's controls.

RESTART: Begin the mission again.

QUIT: You can exit the mission at any time.

PLAYING THE GAME

You will pilot a variety of craft in *Star Wars: The Clone Wars*, but an on-screen interface remains consistent throughout the game and guides you toward your goals, as well as providing important information on the status of your character.

RADAR: This display indicates your current position (the green triangle in the center) as well as the locations of other targets and objects in a mission. Green icons are friendly units, while red icons are enemy units. Pulsing icons show mission-critical objectives that you must complete to pass a mission. These objectives can be friendly or enemy units as well as locations. The radar is also useful for finding your way through obstructions because paths between buildings or other objects are always clearly marked.

DAMAGE INDICATOR: This icon in the shape of your vehicle shows how much hull damage your vehicle has left before it is destroyed. The blue glow around the icon shows your shields. The hull of your ship is not damaged until your shields are depleted.

WEAPONS SUPPLY: The area below your Damage Indicator displays how many secondary weapons you have left to use.

DAMAGE INDICATOR   RETICLE INFORMATION

SQUAD COMMANDS

SPECIAL ABILITY METER

IN-GAME DISPLAY

WEAPONS SUPPLY   RADAR
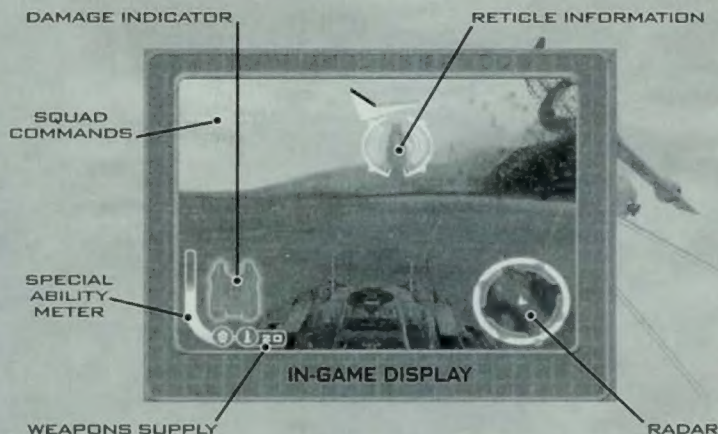
SQUAD COMMANDS: Here's where you give your supporting units orders using the + Control Pad.

RETICLE INFORMATION: Thin, circular lines appear around all enemy units. When you target a unit, the lines become thicker and an enemy Damage Indicator appears on the right side of the reticle. Any unit that is part of a primary objective will have an additional marking, small triangles that move in a circle, to clearly separate them from the rest of the units.

SPECIAL ABILITY METER: This bar that runs up the left side of your Damage Indicator shows how much turbo boost you have left when piloting the hover tank and the speeder bike. When in the gunship and on the maru, it tracks your special weapon; while in the walker, it indicates your special shield energy.

END-OF-CAMPAIGN SCREEN

This screen resembles the Pause Menu, listing all of the primary and bonus objectives for a mission. Objectives highlighted in green have been successfully completed, objectives in white are incomplete, and red shows failed objectives. All primary objectives must be completed to pass a mission. Text will appear beneath the bonus objectives if you have unlocked any bonuses. You must go to the Bonuses Menu to see what you have unlocked.

MAIN CHARACTERS

ANAKIN SKYWALKER

A headstrong and powerful young Jedi, Anakin was discovered on the Outer Rim planet of Tatooine by Qui-Gon Jinn. Anakin was late in starting his Jedi training by the Jedi Order's standards, but he quickly excelled in many areas, as he was incredibly strong with the Force. Anakin is a very capable Jedi, but can also be unpredictable, which gives many in the Jedi Order cause for concern.

OBI-WAN KENOBI

Much like his Master Qui-Gon Jinn, Obi-Wan is an unconventional Jedi Knight, adept with a lightsaber, powerful in the Force, but possessing a unique outlook on life. Obi-Wan accepted the task of training young Anakin Skywalker, fulfilling Qui-Gon's dying wish. A cunning swordsman and a quick wit, Obi-Wan dutifully obeys his elders in the Jedi Council but often finds his own way through many of the challenges he's faced as a Jedi Knight.

MACE WINDU

Sharing the title of Senior Member of the Jedi Council with Master Yoda, Mace Windu is as well respected as any in the order. He's an amazingly powerful swordsman, nearly unrivaled in his balance of both strength and finesse. It's the combination of a cool head and the furious might of his signature purple-bladed lightsaber that makes Mace Windu the consummate Jedi Master.

COUNT DOOKU

Former Jedi Master and current leader of the Confederacy of Independent Systems, Count Dooku was one of the most respected members of the Jedi Order before leaving it after the Battle of Naboo. An unmatched swordsman who still practices an elegant and ancient style of lightsaber combat, Dooku was a great loss to the Jedi. His political ideals, as well as his charisma and considerable Force powers, have made him and his group of Separatists a formidable threat to the Republic.

CYDON PRAX

Cydon Prax is one of the most ruthless of Count Dooku's mercenaries and became Dooku's right-hand man after the death of Jango Fett. He pilots a fighter tank modified with special repulsorlifts and thrusters that make the craft extremely maneuverable. Also, the craft's customized weapon systems make it amazingly accurate and deadly for its size.

BERA KAZAN

Bera is a notorious smuggler who has run with some of the most heinous criminals in the galaxy. She's also a connoisseur of unusual and rare technological artifacts, amassing quite a collection as her work takes her from one side of the galaxy to the other. Bera's ship, the *Sarpazian Rose*, is covered with scars and scorch marks collected during many close escapes, which speaks to her ability to deliver in a crunch.

LUMINARA UNDULI

Hailing from Mirial, Luminara has dedicated her life to the protection of justice and order. She ascended to the rank of Jedi Master more than ten years prior to the outbreak of the Clone Wars. Her quiet disposition and unique lightsaber combat style fool many strangers into thinking that Luminara is a passive Jedi Master, but those who have fought beside her know that she is a fierce warrior.

ULIC QEL-DROMA

One of the most tragic figures in the history of the Jedi Order, Ulic was a respected Jedi Knight in his day, nearly 4,000 years before the Clone Wars. Ulic took on a daring mission to infiltrate the Sith and "conquer the dark side from within." Unfortunately the allure of the dark side was too great. During this campaign, known as the Sith War, Ulic aided the Sith in constructing the Dark Reaper, a weapon of mass destruction. Ulic was eventually captured by the Jedi and stripped of his connection to the Force.

REPUBLIC UNITS

SPEEDER BIKE

The Aratech 74-Z military speeder bike is a fast, one-man craft that allows troopers to get quickly from one end of a battlefield to the other to deliver reconnaissance information. Used by the Republic in nearly all of their conflicts in the Clone Wars, this multipurpose craft is much faster than a Trade Federation STAP and contains nearly the same amount of firepower.

- ✔ PRIMARY WEAPON: Underbody-mounted light laser turret.
- ✔ SECONDARY WEAPON: None.
- ✔ SPECIAL ABILITY: Repulsor boost.

REPUBLIC FIGHTER TANK

Considered to be the Jedi starfighter of ground combat, the TX-130S fighter tank is a specially designed repulsor craft that makes use of the heightened abilities of its Jedi pilots. Its repulsorlifts are specially tuned for quick maneuvering, yet the Republic fighter tank still carries a heavy payload of firepower. The Jedi commanders of the Clone Wars find the TX-130S to be the perfect complement to their increased agility and vision.

- ✔ PRIMARY WEAPON: Dual medium laser cannons.
- ✔ SECONDARY WEAPON: Concussion missiles.
- ✔ SPECIAL ABILITY: Repulsor boost.

AT-XT ASSAULT WALKER

These two-legged assault walkers employ faster movement than their six-legged counterparts, but also deliver high firepower and a solid defense. An experimental craft created by Rothana Heavy Engineering and produced at the Kuat Drive Yards facilities, the AT-XT did not go into full mass-production during the Clone Wars, as the engineers were constantly revising its design.

- ✔ PRIMARY WEAPON: Heavy laser cannons.
- ✔ SECONDARY WEAPON: Proton mortar.
- ✔ SPECIAL ABILITY: Plasma shields.

MARU

The maru is a creature native to the Kashyyyk system, and has been domesticated by the Wookiees inhabiting the small moon Alaris. The Wookiees raise the maru as beasts of burden, and as a means of transportation. It is a reptilian creature, agile and dexterous, possessing a long tail that it uses to attack enemies. The maru's saddle is equipped with dual bowcasters and a seismic pulse emitter.

- ✔ PRIMARY WEAPON: Mounted twin bowcasters.
- ✔ SECONDARY WEAPON: Thermal detonator.
- ✔ SPECIAL ABILITY: Seismic pulse emitter.

REPUBLIC GUNSHIP

The Rothana Heavy Engineering Low-Altitude Assault Transport/infantry (LAAT/i) repulsorlift gunship is the workhorse of the Republic clone army. Primarily used for troop transport and air support, these versatile aircraft combine ultra-maneuverability with amazing firepower. Piloted by one of the highly trained clone pilots, these craft can perform deft maneuvers in all environments and weather conditions. In the hands of a Jedi pilot, these ships can do the unimaginable.

- ✔ PRIMARY WEAPON: Multiple laser cannons.
- ✔ SECONDARY WEAPON: Concussion missiles.
- ✔ SPECIAL ABILITY: Composite-beam pinpoint laser turrets.

MOBILE ASSAULT CANNON (MAC)

Probably due to its cumbersome name, the Kuat Drive Yard's Self-Propelled Heavy Artillery-Turbolaser (SPHA-T) has many nicknames, from the MAC to the bug gun, but it has just one use: heavy firepower. These slow-moving cannons fire the heaviest turbolasers in the Republic army and are used to great effect in the invasion of Geonosis.

- ✔ PRIMARY WEAPON: Heavy turbolaser.

AT-TE ASSAULT WALKER

The All-Terrain Tactical Enforcer (AT-TE) can perform a wide variety of missions, from troop transport to straightforward assault missions. The AT-TE's six legs allow it to traverse almost any terrain, while its firepower is nearly unmatched. A heavy projectile cannon mounted on a turret is the main weapon, but it is also equipped with six anti-personnel lasers that defend the craft from both front and rear attacks.

- ✔ PRIMARY WEAPON: Long-range heavy laser cannon.
- ✔ SECONDARY WEAPON: Six laser turrets.

BONUS POINTS

In every mission there are three bonus objectives. A player receives bonus points only if all of the mission-critical objectives are completed. If a player completes one bonus objective, he gets one bonus point. Completing any two bonus objectives grants him two bonus points. Completing all three

rewards him with three bonus points. There are 48 bonus points in total. The only way to unlock all the extras is to complete all the bonus objectives on all the missions.

POWER-UPS

One-Fourth Health Pack: Adds 25 percent to player's Health. Health will not exceed 100 percent.

Full Health Pack: Brings player's Health to 100 percent.

Ammunition: Refills a player's secondary weapon ammunition to full.

Invincibility: Brings player's Health and Shields to 100 percent and creates a shield that gives the player temporary invulnerability to damage.

Super Blasters: Super Blasters gives player three times the weapon power for a limited time.

Disintegration Field: For a limited time, if the player comes in contact with any enemy while equipped with the Disintegration Field, the enemy will be destroyed instantly.

Cloaking: The player becomes completely invisible to all enemies for a limited time.

MULTIPLAYER MODES

Star Wars: **The Clone Wars** features several multiplayer modes, each supporting up to four simultaneous players. There are four different modes of play. In many multiplayer games, extra points can be earned by running over Jedi credits that periodically appear on the map.

MULTIPLAYER SCREEN

DUEL
Up to four players battle it out for supremacy. Players can choose different vehicles after each time they are killed. Victory is achieved by scoring a set number of kills or getting the most kills within a set time limit. A player can choose to restart the match by pressing START.

CONTROL ZONE
In each level there is one "control zone" which is denoted by a ring on the ground. Players receive one point for killing opposing player(s) and additional points for remaining the sole player in the control zone. When control is established, there is an audio cue and the control zone ring will change to that player's color. If more than one player is within the control zone, the zone will return to a neutral color.

CONQUEST
Conquest is played between two teams (The Republic and the Separatists) with two types of vehicles per team: fighter tanks and assault walkers for the Republic; GATs and AATs for the Separatists. Each team has a home base, which it must defend. The objective is to destroy the other team's base. In the center of the playing field are a series of outposts, which are captured by a player moving into the outpost. As long as a player is within an outpost, defensive turrets (up to a maximum of four) will be built around the outpost. Once there are four turrets around an outpost, it will begin to produce A.I. units, with a maximum of two units per outpost. Offensive units can be given orders using the + Control Pad. If any one turret on an outpost is destroyed, it will stop producing units. Control of an outpost changes sides if all defensive turrets are destroyed and an opposing team member moves into the outpost. The game is won when one team destroys the other's home base.

JEDI ACADEMY
There are two different versions of this game, one is played with vehicles, the other with Jedi, but the rules remain the same. All players are on the same team and cannot harm one another, except during special gladiator rounds. The players begin in the center of an arena and opposing forces come in waves to destroy the players. If a player dies, he/she may not respawn (except in an elimination round where players battle each other for points and all destroyed players respawn before the next wave of enemies). The game finishes when the last player alive has fallen to enemy units. Players score points depending on what they destroy. The last player alive may not necessarily have the highest final score.

SPECIAL COMBAT TIPS

- Use the zoom function to take out enemies in the distance before they get too close.

- When your primary objective is to destroy something, use your teammates' supporting fire (by pressing ▲ on the + Control Pad) to take out the objective quickly.

- While piloting the gunship, holding down the L Button will allow you to turn faster.

- Master circle strafing in your in Republic hover tank (hold down the L or R Button and then press the Control Stick the opposite direction) to keep your tank continually moving while attacking.

- Mix missiles and secondary laser fire while in the gunship to maximize the effectiveness of your firepower without running out of missiles.

- A speeder bike is hard to turn when using its turbo boost, be sure to save turbo for straightaways.

- Save the AT-XT walker's shield special ability for when you face multiple powerful enemies. Do not waste it on smaller enemies because it takes a long time to recharge.

CREDITS

Developed by
Pandemic Studios

Directed by
Greg Borrud

Lead Designer
Eric Gewirtz

Art Director
Carey Chico

Programmers
Dan Andersson, Lead
Adam Batters
Brad Pickering
Chris Baker
Chris Fandrich
David Givone
John Northan
Ken Miller
Mats Grahm
Nathan Mates
Salah Nouri
Wallace Huang

Additional Programmers
Dan Stanfill
Dan Yu

Designers
Jack Davis
Robert Lo
Sean Soucy

Additional Design
Dax Berg
Jens Andersen

Artists
David Griffiths, Lead
Chris Arden
Chris Hunt
Chris McGee
Jason Shum
Joon Choi
Katy Hargrove

Additional Art
Roger Suen
Stan Woo

Concept Artist
Miles Teves

Production Coordinator
David Baker

CEO
Andrew Goldman

President
Josh Resnick

Support Staff
Mario Cabrera
Joseph Donaldson
Kent Schuelke
Rick Viscarielto

Additional Character Models
Studio Mythos

Artists
Mark Pajarillo
Richard Smith
Tom Nguyen
Ryan Odagawa
Sean McKinney
Richard Wong
Brian Sanchez

Production
Irene Mapua
Christy Jue
Newton Mapua
Kevin Hendrickson
Franck De Girolami

Hi-Res Cutscenes
Creat Studios

Executive Producers
Anton Petrov
Daniel Prousline

Production Director
Natasha Kholiavko

Project Leader
Avenir Sniatkov

Director
Vladimir Aleksandrov

Storyboard Artist
Fidail Guilmutdinov

Artists
Vitaly Anikin
Andrey Kalukin

Modelling & Texture Mapping
Alla Zubakova
Andrey Gromov
Andrey Povarov
Blagoy Borisov
Dmitry Astakhov
Ekaterina Seriogina
Yury Tchernych

Character Setup
Anton Oparin

3D Animation and Special Effects
Anna Zibrova
Elena Lesakova
Irina Nikiforova
Olga Trifanenkova
Roman Bykov
Stanislav Volodarsky

Lighting
Dmitry Kholodov
Peter Anikin
Yury Tchernych

Post-Processing
Olga Cheremissova

Motion Capture Service
hOuse of mOves

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LucasArts Entertainment Company

Producer
Jim Tso

Assistant Producer
Nate Schaumberg

QA Testers
Johnny Szary, Lead
Patrick Bratton, Asst.
Lead GameCube
K.C. Coleman, Asst.
Lead PS2
Bob McGehee
Brian Koenig
Henry Hall
Ian Wolfard
Isaiah Webb
Jeffrey Gullett
Sean Thomson

International Associate Producer
Bryan Davis

International Tester
David Chapman, Lead

Lead Sound Design/Music Editing
Nick Peck

Sound Design
Andrea Gard

Additional Sound Design
Larry the O
Erik Foreman

Voice Director/Producer
Darragh O'Farrell

Voice Editing
Will Beckman

Voice & International Dept. Coordinator
Jennifer Sloan

Original *Star Wars* Sound Effects
Ben Burtt

Original *Star Wars* Music Composed by
John Williams
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Voice Credits
Amidala, Bera Kazan
Grey Delisle

Anakin
Matt Lucas

*Battle Droid Scout,
Count Dooku*
Corey Burton

*Clone Trooper,
Cydon Prax*
Andre Sogliuzzo

*Outpost Commander,
Wookie*
Frank Welker

Luminara
Lori Tritel

Mace Windu
T.C. Carson

Obi-Wan
Jonathan Love

Ullic Qel-Droma
Charles Dennis

Yoda
Tom Kane

Dark Acolyte, Engineer
Darran Norris

Voices Recorded at
Screenmusic Studios,
Studio City, CA

Engineers
Paul Andris
Arnold Geher
Ernie Sheesley
Gordon Suffield

Asst. Engineers
Lisa Carlon
Eric Lewis
Crystal Wright

**SyncSpot Digital
Audio Post, Calgary,
AB Canada**

Engineer
Beau Shiminsky

Content Coordinator
Justin Lambros

Product Marketing
Sam Saliba

Public Relations
Alexis Mervin
Heather Twist Phillips
Tom Sarris

International Marketing/PR
Kathy Apostoli-Greene

Sales and Channel Marketing
Meredith Cahill
Alyx Huynh
Greg Robles
Katy Walden
Mike Maguire
Tim Moore

Internet Marketing
Jim Passalacqua
Melissa Federoff
Tony Deweese

Manual Writer
Justin Lambros

Manual Editor
Mollie Boero

Manual Design
Cassia Dominguez

Package Design
Blind Mice Studio

Very Special Thanks
George Lucas

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P.O. Box 10307
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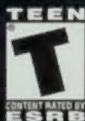
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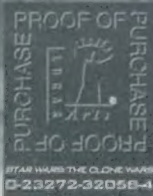
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